using System;

using System.Collections.Generic;

namespace ConsoleApp3

{

internal class Program

{

static void Main(string[] args)

{

int minNumber, maxNumber;

Console.Write("Enter minNumber: ");

minNumber = int.Parse(Console.ReadLine());

Console.Write("Enter maxNumber: ");

maxNumber = int.Parse(Console.ReadLine());

Random random = new Random();

int[] numbers = new int[1000];

for (int i = 0; i < 1000; i++)

{

numbers[i] = random.Next(minNumber, maxNumber + 1);

}

Dictionary<int, int> frequencyDict = new Dictionary<int, int>();

foreach (int number in numbers)

{

if (frequencyDict.ContainsKey(number))

{

frequencyDict[number]++;

}

else

{

frequencyDict[number] = 1;

}

}

try

{

Console.WriteLine("Number Frequencies:");

foreach (var entry in frequencyDict)

{

Console.WriteLine($"Number {entry.Key} appears {entry.Value} times.");

}

}

catch (IndexOutOfRangeException e)

{

Console.WriteLine("Error: Array index is out of bounds.");

}

Console.ReadLine();

}

}

}